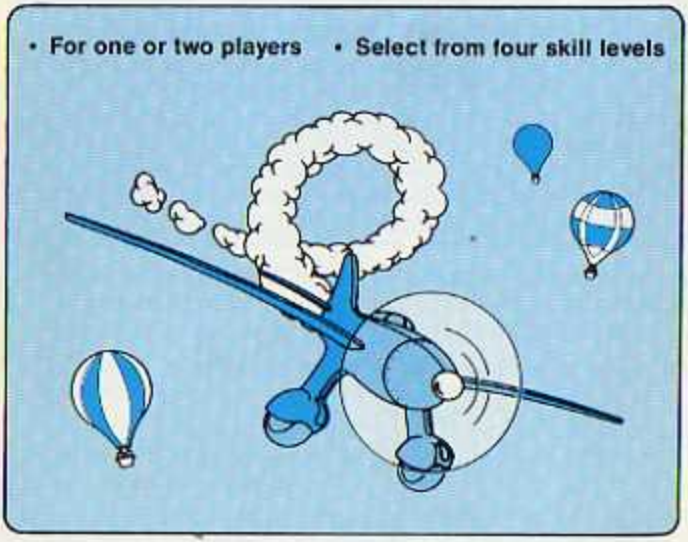
COLECO VISION™

Guide No. 91761

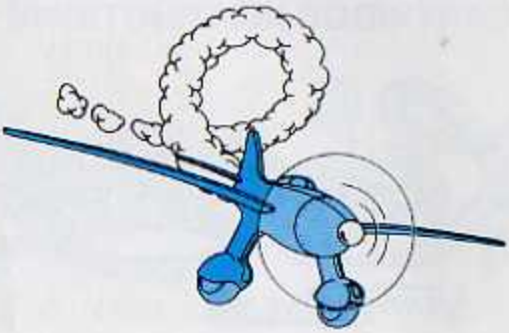
CARTRIDGE INSTRUCTIONS



Plays like the LOOPING™ arcade game!

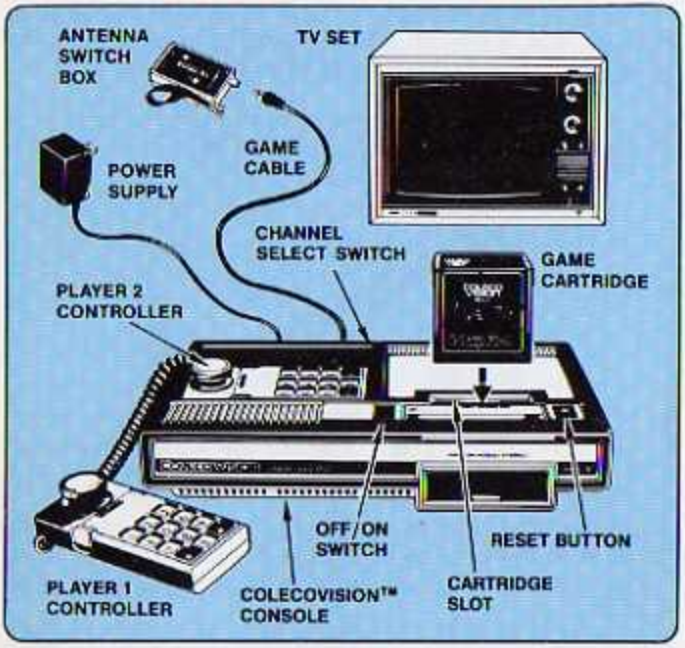
COLECO

GAME DESCRIPTION



Strap on your goggles, rev up the engines and take off! Your LOOPING™ plane soars over a world unlike any you've ever imagined. Fire bullets into a rocket station to open the gate. Beware of launched balloons! Test your flying accuracy and sense of direction by steering your plane through a maze of pipes. You survived? Stranger perils await. There are rooms full of green drops, twinkle monsters and bouncing balls. Can you outsmart them all and reach The End?

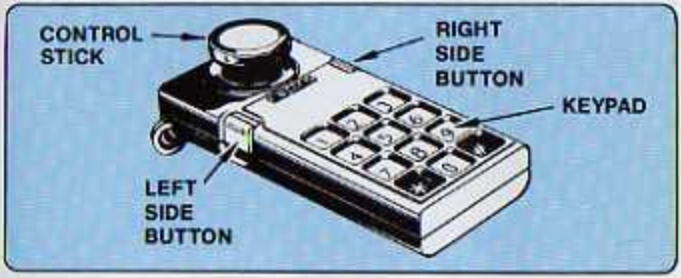
GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to a TV and the power supply is plugged into your console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- To play one-player LOOPING™, use the controller plugged into Port 1 (the rear jack). To play two-player LOOPING™, use both controllers.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE REMOVING OR INSERTING A CARTRIDGE.** Turn **Off/On** Switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS

NOTE: For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.



1. **Keypad:** Keypad Buttons 1-8 allow you to select the Game Option you want to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **Control Stick:** The control stick acts like an airplane control stick. Pull back on the stick and the nose of your plane goes up. Push forward on the stick and the nose goes down.

3. **Side Buttons:**

Right

Your plane fires bullets from its nose when this button is pressed.

Left

Your plane accelerates from low to high speed when this button is pressed. But be careful. When you accelerate, your loops get bigger!

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player's plane is eliminated.

Choose your challenge.

Press the Reset Button. The Title screen appears on your TV. Wait for the Game Option screen to appear. It contains a list of game options, numbered 1-8.

Skill 1 is the easiest level, suitable for beginners.

Skill 2 action is faster than Skill 1, but not as demanding as the arcade game.

Skill 3 plays much like the arcade game.

Skill 4 is more challenging than the arcade version!

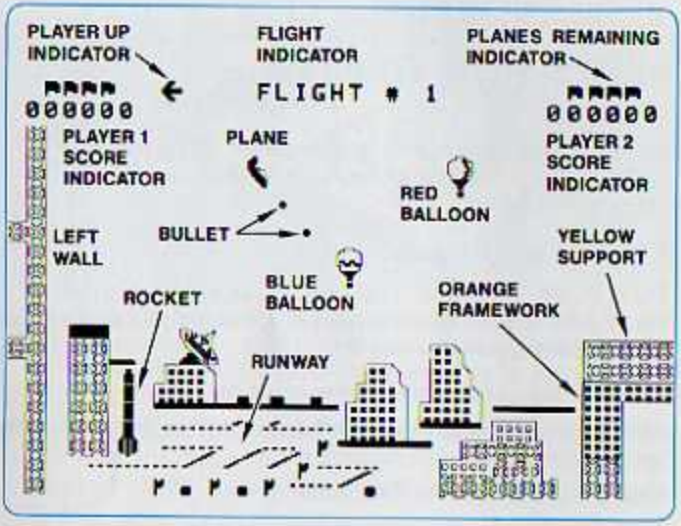
Select a game option by pressing the corresponding number button on either controller keypad.

You're off!

Your engine's buzzing, your plane taxis down the runway. Pull back on the control stick to rise off the ground. Want to make a loop? Hold the stick back. If your plane touches the top of the sky, it "bounces" straight back down. Get the feel of your plane before you get down to business.

Popping balloons.

Moving pretty well? Now the fun really begins. Balloons rise off the ground to intercept you. If a balloon collides with your plane, you're eliminated. Aim carefully and pop the balloons with bullets! There are two types of balloons with different point values.

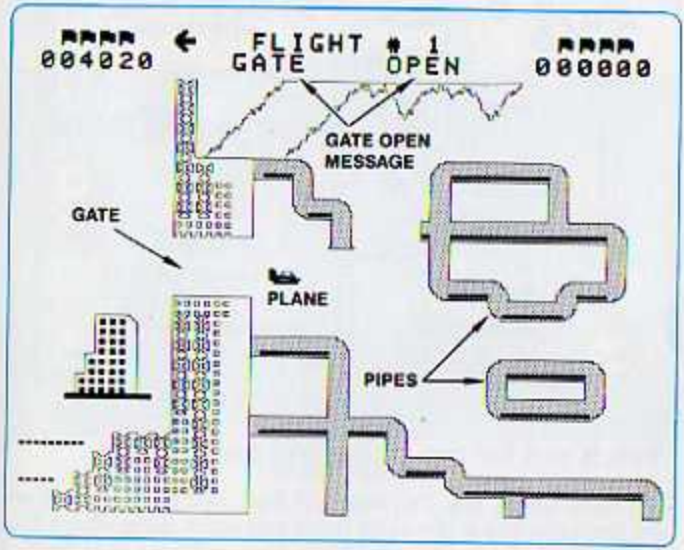


Open the gate.

See the rocket to the left of the runway? Shoot it to open the gate in Skills 1, 2 and 3. In Skill 4 you must shoot this rocket and one more hiding beneath a yellow support. A message appears beneath the Flight Indicator: Gate Open. Fly right, pilot!

Into the maze.

Enter the maze through the open gate and your engine sings sweet music. The slightest touch of the control stick changes your plane's direction. Relax and fly between the pipes as long as you can. The longer your plane survives and the faster you go, the more points you get!

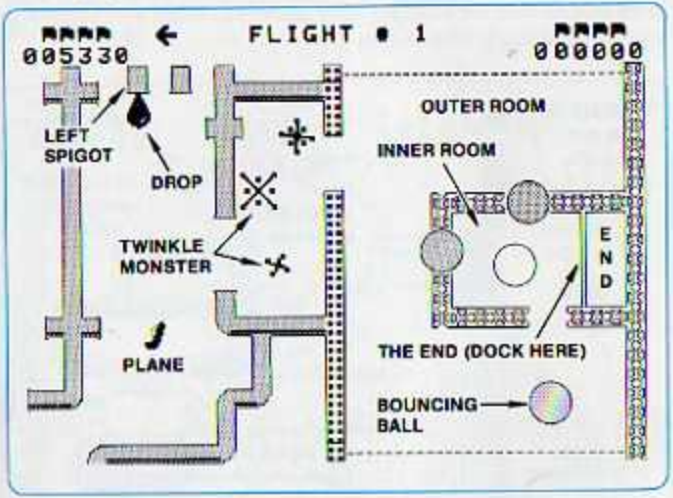


Green drops!

Slip into the next LOOPING™ room. Now the music stops. In Skill 4, a green drop forms at the mouth of the left spigot. Don't let it hit you! Shoot the drops as they fall and keep flying through.

Twinkle, twinkle, little monster.

A twinkling monster has taken control of the next room. Watch out! This funny fellow is deadly to the touch. Shoot it and keep flying.



Watch out for the bouncing ball.

You're so close, you can see The End. But you're not there yet! Balls bounce in the outer room and inner room where The End waits. Avoid or shoot the balls. Can you dock the plane at The End?

Second time around.

Congratulations! You've made it through. Now try a second flight. There are more rockets to hit before the maze gate opens. In all skills, green drops fall from the left spigot once you leave the pipe maze. And starting in Round 3, **three** twinkle monsters guard the middle room! Can you reach The End again?

Starting over.

Press * to replay the LOOPING™ Game Option that you have been playing. Or press # to go back to the Game Option screen to select a different game.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of a game malfunction.

SCORING

Player Eliminates	Score
Brick	150 points
Blue Balloon	200 points
Red Balloon	500 points
Rocket	2000 points
Green Drop	500 points
Twinkle Monster	1000 points
Bouncing Ball	500 points

Flying Points

The longer your plane survives the pipe maze, the more points you earn. Earn still more points by pressing the accelerator button while your plane flies between the pipes.

You get five flights in each skill level. Each time you reach The End, you earn a bonus flight!

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing LOOPING™, but it is only the beginning! You will find that this cartridge is full of special features that make LOOPING™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

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Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on

Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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